

SUPER TOURNAMENT XXXVIII

March 7 - 9, 2012 -- Elementary and Minor Divisions
March 14 - 16, 2012 -- Middle, Junior and Senior Divisions
Crowne Plaza Hotel -- Grand Rapids, Michigan
March 24, 2012- Awards Ceremony, site to be determined
(Elementary -10 a.m., Middle -1 p.m.)

ELIGIBILITY

A school must have attended a minimum of three (3) Saturday tournaments to be eligible for the Super Tournament. Students must attend at least one (1) tournament to be eligible.

GAMES PLAYED IN EACH OF THE AGE DIVISIONS AT THE SUPER TOURNAMENT.

MINOR TOURNAMENT

Basic Equations
Basic On-Sets
On-Words
Presidents (1-24)

ELEMENTARY TOURNAMENT

Basic Equations
Adventurous Equations
Basic On-Sets
Adventurous On-Sets
On-Words
LinguISHTIK
Presidents (1-24)
Propaganda (Sections A, B, C, F)
Basic Wff 'n Proof
World Card - Current Events
World Card - Theme

MIDDLE, JUNIOR AND SENIOR TOURNAMENT

Basic Equations (Middle only)
Basic On-Sets (Middle only)
On-Words (Middle only)
Basic Wff-N-Proof (Middle only)
Presidents (Middle: 1-24)
Propaganda (Sections A, B, C, F)
Novice Equations (high school)
Novice On-Sets (high school)
Novice Linguishtik (high school)

Adventurous Equations
Adventurous On-Sets
LinguISHTIK
Regular Wff-N-Proof
Presidents (J/S: 1-44)
World Card - Current Events
World Card - Theme

Only teams of five (5) may participate. Partial or incomplete teams will not be allowed to compete. Coaches must rank their players, in each of the games, from the strongest (#1) to the weakest (#5).

EXTRA PLAYER REGISTRATION

If your players do not fit in teams of five, we encourage you to form combo teams. Check with the coaches at your Saturday tournament. Contact other coaches. If you still cannot find teams for all players.....

We will register extra players. The players must be eligible and must be paid for at the time of registration. Once all teams have registered, the MLAG Exec Board will combine groups of 5 individuals to form teams based on the games they play. Once a player has been placed on one of these

teams, they cannot be removed. We will form as many teams as possible but if the number of individual players cannot be formed in teams of five, we will refund the additional players fees based on the time of their paid registration (first registered will be placed on teams).

Reading Games

- For teams playing Propaganda, this year's sections are A, B, C, F.
- For Minor, Elementary, and Middle teams playing Presidents, we use Presidents 1 to 24.
- For teams playing World Card Theme at the Super Tournament the theme is History of Baseball. See the MLAG Rule Book from 2010-11 for the specific categories that will be covered. There are also guidelines as to how your student made book must be set up. Current events will be for the year 2011.

REGISTRATION AND FEE DEADLINE

Registration forms and fees **must be turned in by Saturday, February 11, 2012.** All forms and checks can be mailed to reach us by Saturday, February 11th or brought to the home of **Karen Simister**, on either Friday, Feb. 10 from 2:00 p.m. until 7:00 p.m. or on Saturday, Feb. 11 from 9:00 a.m. until 3:00 p.m.

FORMS

SCHOOL REGISTRATION FORM (two-sided, light blue-colored)

On one side is the **Games Registration** and on the other side is **Overnight/Commuter Participation Registration**. Elementary/ Middle coaches please note you must separate your middle and elementary registration. **Please fill out each side carefully.** This will be the information we will use to organize this tournament.

On the **REGISTRATION FORM**, you are to give a final count of the number of students that you will be bringing, and the exact number of teams that will be playing each game.

SCHOOL HOUSING REGISTRATION FORM [Minor and Elementary-yellow and Middle, Junior, Senior-pink] A list of all the players and adults coming to the tournament from your school. It is essential that we have this form when we place kids and adults into rooms and it is also essential when we make up all 2,000 name tags. **BE SURE THAT EACH NAME IS SPELLED CORRECTLY AND IT IS WRITTEN CLEARLY.** Please group your players into groups of four for each room. We will try our best to place those groups together in the hotel rooms. Please make a copy of this form for your own records.

COMMUTER REGISTRATION FORM (salmon) We use this form to make up the nametags for your students, teachers, and chaperones.

GAMES REGISTRATION SHEETS (white half sheets) You must complete one for

each game each of your teams play. Please make sure you have checked the division and level as well as circled the game on each. Be sure to rank your players in order from strongest (#1) to weakest (#5). **You should make copies for your own records.**

TEAM NAMES

Team names can be fun but the names must be checked and approved by coaches to make sure they do not contain any of the following:

1. obscene or offensive words or phrases
2. words that depict violence or other offensive acts
3. words that refer to specific ethnic, religious, or other groups or their beliefs
4. acronyms (letters for words)
5. hidden or double meanings
6. foreign words.

For team names, also stay away from:

1. School names with Roman numerals (don't use Rydell High I, Rydell High II, etc.)
2. Long names (doesn't fit on computer program)

All team nicknames will be approved by the Steering Committee. If your team name is inappropriate, it will be changed by the committee. If you're in doubt about a name--- change it!

SCHOOL ROSTER CHECK OFF FORM (green) Please list your students and adults (coaches and chaperones) alphabetically and attach all the student and adult health forms.

T-SHIRT ORDER FORM (yellow) Please make sure your t-shirt order is accurate, as the t-shirts will be pre-packed by the company according to your order.

STUDENT HEALTH FORMS (white) must be completed and signed by parents for each student. It must have a doctor's phone number and insurance information. A Spanish language form is available.

ADULT HEALTH FORM (orchid) must be completed and signed by all coaches and chaperones. It must have a doctor's phone number and insurance information.

COACH ACKNOWLEDGEMENT FORM (white)

Each coach attending the tournament is required to sign a coach's acknowledgement form which reiterates the MLAG rules for behavior regarding the tournament. This form should also be shared with parent chaperones.

EXTRA PLAYER REGISTRATION FORM (gold, if applicable) See page two

SPECIAL AWARD NOMINATION FORM (white)

Use this form to nominate outstanding players and volunteers.

A QUICK REVIEW of your items due on February 11:

- Light blue-colored two-sided Registration Sheet
- Yellow- or pink-colored School Housing Registration Form
- Salmon-colored Commuter Registration Form
- Team Registration half sheets for each game
- MONEY (checks made payable to MLAG)**
- Green-colored Student Check-off form
- White-colored student Health Forms
- Orchid-colored adult health forms
- World Card Questions
- Student and/or Volunteer nomination forms
- Yellow-colored t-shirt order form
- Coach acknowledgement form
- Extras registration form (if applicable)
- Senior Scholarship Applications (if applicable)
- Traveling trophies from 2011 (if applicable)

**ALL FORMS AND FEES ARE TO BE RETURNED TO
KAREN SIMISTER**

THEY ARE DUE ON **FEB. 11 BY 3:00 PM!**

MONEY (One check per school would be the preferable) is due on Feb. 11 along with all registration materials. Checks should be made payable to MLAG. **WE DO NOT ACCEPT PURCHASE ORDERS!!!!**

TOURNAMENT COSTS

A. Registration for commuters only \$ 115.00
(includes t-shirt, souvenir pen and two lunches)

B. Standard 2 nights with 6 meals
\$215.00

ADULT COSTS

C. Standard 2 nights with 6 meals
\$215.00

D. 4 nights / with 12 meals (same adult) \$390.00

E. Commuting Teachers and adults \$115.00
(includes t-shirt, souvenir pen, and 2 lunches)

Single Rooms

If you would like to have a single room, the additional cost is \$85 . If not, adults will be assigned with 2 persons per room.

LATE FEES

There will be a \$25 late fee for schools turning in their materials after the Feb. 11th deadline. Late registrations will only be accepted if space is available. If you are having problems getting everything together, please contact us. We would be happy to work with you to secure your spot at the tournament.

CANCELLATION POLICY

After February 24th, we are unable to refund the full portion of the payment due to cancellation.

MINOR, ELEMENTARY AND MIDDLE AWARDS CEREMONIES

The Awards Ceremony for Middle, Elementary and Minor players will be Saturday, March 24, 2012, at a site to be determined. The Elementary and Minor Ceremony will begin at 10 a.m., followed by the Middle Ceremony at 1 p.m. A representative from your school must be present at the awards ceremony for your school to receive their trophies. All unclaimed trophies at the end of the ceremony will be donated to Special Olympics or to another charitable organization.

HIGH SCHOOL AWARDS CEREMONY

The high school divisions (Junior and Senior) will be honored at an Awards Ceremony on Thursday, March 15th at the Crowne Plaza. Trophies for all cube games and regional tournaments will be awarded at that time. Winners of trophies for the reading games must make arrangements with Ralph King to pick up their trophies and medallions at the conclusion of that tournament.

ARRIVAL AND DEPARTURE

Your arrival at the hotel on the morning of March 7th or 14th should be around 8:45 if you are playing Propaganda. If you are not playing Propaganda and Equations is your first game, please arrive by 10:30 a.m. Please remember to plan your buses accordingly, taking weather and travel time into account. **The Registration table will not be open prior to 8:45.** We are providing lunch for the first day. Your departure on the final day will depend on when you finish your last game and/or playoffs. We will not be providing lunch for the final day.

ACCOMMODATIONS

Coaches will be assigned two to a room; players will be housed four to a room. For the players' rooms, there will be two double beds or a king-size bed. There are some adjoining rooms and we will be careful when we assign those rooms so that females and males do not share adjoining rooms. All rooms have private baths, telephones and televisions. Pay-per-view movies will not be available in any rooms. Each room at the Crowne Plaza comes with two or four key cards. Coaches can determine the number of keys to give students. They do not have room numbers on them, so if they are lost, a room cannot be vandalized. Naturally, there will be instances when all

players in the same room are not from the same school -- this is unavoidable. We make every effort to accommodate your wishes, but your numbers and combinations sometimes necessitate odd pairings in a room.

BEHAVIOR

We have high expectations of student behavior. Players must be in their own rooms within 30 minutes of the conclusion of the last game of the evening. Coaches will be asked to monitor the hallways for as long as it takes to quiet the kids down in their rooms. We expect you to go door to door and to keep any noisy students quiet and to handle any issues as they may arise. Generally, students will raise their own level of behavior to match that of their environment; some students will need more encouragement than others. Please stress the need for responsible behavior.

THE MLAG WILL SEND STUDENTS HOME AND NOTIFY SCHOOL PRINCIPALS FOR THE FOLLOWING (BUT NOT LIMITED TO) offenses:

- A. Calling 911
- B. Throwing items out of windows
- C. Destroying MLAG or hotel property
- D. Substance abuse
- E. Curfew violations - including being in a room where you are not assigned after curfew
- F. In the pool area at any time (beyond the vending machines and video games)

The school will be responsible for any fines imposed on the MLAG because of their students breaking one of the above rules.

Unregistered children and or adults are not allowed in the gaming rooms, dining rooms and are not permitted to stay in the hotel overnight. All registered participants must wear their nametags at all times. Please ask all extra (unregistered) parent chaperones to be out of the hotel before curfew.

HOUSING

There are only four floors at the Crowne Plaza. If there are certain schools that must be on your floor, please indicate that on your housing forms. If you have a preference to room with another coach, please indicate that on the form also. Please be very specific and make that choice very obvious on the form. We will honor requests whenever possible. The hotel is a non-smoking building.

GAMING SCHEDULE

The gaming schedule is attached to this memo. This is the only schedule we will be printing. **There will not be a printed program.** Please make

copies for your students and chaperones as needed.

If your students are not involved in the playoffs on Thursday or Friday, please plan a supervised activity for your students (practice in rooms, etc.). They cannot roam around the hotel - they must be supervised by a teacher or parent chaperone!

PLAYING OUT OF ORDER

If a player plays out of order, they will receive a 0 for that round, the other two players will place first and second (scores of 6 and 4 or 5 for a tie). It is essential to inform all of your players **REPEATEDLY** of their rank for each game. Remind them that they must play in that particular order for all rounds of that game. We suggest that you remind all players, or maybe just give it to the "Captain" to check down the table at the start of each round or print the players' ranks on their nametags that will be provided. *This is very important!!* The Executive Director will have the final say and disposition on this. If your team fails to show up for a game for which they are registered, they will be ineligible to receive a trophy in any game they played.

QUESTIONS FOR READING GAMES

In order to ensure equity in the selection of questions for World Card, we will use questions submitted by coaches playing the games. The questions are due to Karen Simister by Feb. 11th. Please seal them in an envelope that indicates what level the questions are written for. This envelope should be enclosed in another envelope with the school's name and return address on it.

Propaganda and Presidents questions will come from an independent source from another state. The questions we use will be selected from the pool of questions we receive.

REMINDERS FOR CUBE GAMES

If your teams are playing Adventurous Equations, Adventurous On-Sets or Regular Wff-n-Proof, see the MLAG rulebook.

If your teams are playing **On-Words**: (See MLAG Rule Book). Networks and phonetic symbols will be played. The word to be formed must not be a contraction, hyphenated word, a proper noun or words that are labeled as archaic, slang and/or obsolete. Only two letter words on the MLAG official published two letter word list will be allowed.

If your teams are playing **LinguiSHTIK**: For all divisions, the official dictionary will be the Webster's Unabridged, 3rd edition to the most recent edition. The Official Scrabble Player's Dictionary will be used in all age divisions as an auxiliary reference in determining foreign and hyphenated words listed in the official dictionary. The official grammar resource shall be Warriner's English Grammar and Composition - Complete Course and Prentice-Hall Grammar and Composition, Levels 1-6, and The Plain English Handbook. In addition, consult the MLAG Rules Book.

If your teams are playing **Basic Equations**:

The "MLAG Basic Equations Rules" will be used. These guidelines were distributed to you in September. It was included in the MLAG Rules Book.

In Minor and Elementary Basic Equations:

When using radicals, the index must be a counting number. The base and result must be whole numbers. When using exponents, the base, the exponent and the result must be a whole number. Radicals and exponents can be placed in Forbidden.

In Minor, Elementary and Middle Basic Equations: Three digit numbers may be placed on the Goal Line. The Adventurous game still forbids this.

If your teams are playing **Basic On-Sets:**

The MLAG tournament rules and guidelines will also be in effect. In addition, these rules will apply:

1) The = cube must vary and represent any of the Set Names (R, G, B, Y, V and \wedge).

2) The c cube must vary and must represent any operation (U, \cap , -, \prime)

3) The = cube and the c cube must stand for the same symbol everywhere they occur in the Solution. The interpretation of the = cube and the c cube is specified in writing by each player who writes the burden of proof.

A player must write in the solution the symbols that are actually desired and then indicate in writing which cube is being used for each symbol.

If your teams are playing **Basic Wff 'n Proof:** Only the rules not involving subproof will be used. These are Ki, Ko, Ai, Co, Ei, Eo, and Rp. The time limits, procedures for writing and presenting solutions and other details of playing will be the same as Regular Wff as found in the MLAG Rules Book .

If less than six teams register for a game, the Executive Committee will decide if that game will be played. If divisions are formed in the larger games, those divisions will be determined by a random drawing, with some input from region directors. Naturally, if a school has more than one team in a particular game, those teams will be placed in as many different divisions as possible.

It is mandatory that each five-person team bring with them three games with all of the equipment. Please check to see that all of the cubes, cards, etc. are in the boxes, including a working timer! We suggest that you assign a game to each of your players. Players will not be seated in the gaming room unless they have 3 games.

EQUIPMENT

Equations 24 cubes, (6 each of red, blue, green, and black), 1 mat and 1 timer

Note: The latest version of the game uses the ^ symbol for exponents instead of the *.

On-Sets 8 color cubes, 4 red operation cubes, 3 blue symbol cubes, 3 number cubes,

1 mat, 1 timer, and a set of 16 different cards

| | | |
|---------------|-------------------------|-------------------------------|
| 1 blank card | 1 red and yellow card | 1 red, green and yellow card |
| 1 red card | 1 green and yellow card | 1 blue, green and yellow card |
| 1 yellow card | 1 blue and green card | 1 blue, red and green card |
| 1 blue card | 1 red and green card | 1 blue, red and yellow card |
| 1 green card | 1 red and blue card | 1 card with all four colors |
| | 1 blue and yellow card | |

Linguishtik 4 reds, 4 yellows, 4 blacks, 4 greens, 3 oranges, 1 mat, 1 timer

On-Words 6 blacks, 4 reds, 4 blues, 3 greens, 2 yellows, 2 pinks, 3 numerals, 1 mat, 1 timer and 7 orange phonetic cubes which include h, o, t, s, ou, n, d

Wff 'n Proof 14 CAKE letter cubes, 14 small letter cubes, 3 mats, 1 timer

PLEASE REVIEW THE SUPER TOURNAMENT MANUAL
Available at www.mlagonline.com

WINNERS, TROPHIES, AND AWARDS

- If there are 9 teams or fewer in a game, there will be one division. School trophies will be awarded for first, second and third place in each division. Each team member will receive a medal. If there is more than one division, the winners of each division will meet in playoffs to determine a state champion.
- Individual medals for the first, second, and third
- place divisional winners will be awarded. State champion team members will receive an individual trophy.
- A Traveling trophy will be awarded to the state champion in each game in each division. Teams will keep the trophy for one year until the next Super Tournament. Recipients of the traveling trophy are responsible for engraving the name and year won on the front plate. The cost of the engraving will be reimbursed by the MLAG.
- If you have a traveling trophy from last year, **please bring it with you when you register**, even if you are certain that you will win it again.

INDIVIDUAL AWARDS

The MLAG will be awarding some individual awards to deserving students and coaches. There will be an unspecified number of **John Dalida, Stuart White, and Hal Hauer** Awards given to coaches who make the most significant contributions to maintaining the spirit of Academic Games.

In addition, the MLAG will recognize an outstanding player in each of the four divisions. These special Awards are given to players who exemplify the highest standard of spirit, sportsmanship, playing excellence and dedication to the sharing of ideas.

The Steering Committee has decided to honor some past and present contributors to the MLAG by naming the Special Student awards after these individuals:

- ElementaryDwight McMurrin Award
- MiddleFred Schippert Award
- JuniorRobin Trice Award
- SeniorLayman Allen Award

Nominations for the student awards must be sent or given to Karen Simister by Feb. 11. In the past, a recent photograph of the nominee has helped the committee make an informed decision. In your nomination, please include reasons why this student is valuable to your program, how this student has helped others with Academic Games and specific championships with which this student has been involved. Neatly typed resumes are highly preferable to hastily composed scraps of paper with signatures from team players.

ROBERT ALLEN VOLUNTEER AWARD

The MLAG will award an unspecified number of the Robert Allen Volunteer Award(s). Teams or coaches should nominate a volunteer whose contributions have been considerable over the years; a parent who gives emotional support, time and money, goes to meetings for the team, helps with fund raising, etc. Please submit your nomination to Karen Simister by Feb. 11.

FRANK ROGERS MEMORIAL SENIOR SCHOLARSHIP

We will be awarding small scholarships to 12th graders for college expenses. Nominations must be in writing and sent to Pam Champagne by Feb. 11th. The awards will be around \$100-\$200. The number of grants and amounts will be based on remaining funds from the previous year's Super Tournament and be decided by the Executive Committee. High school coaches, please encourage your seniors to apply for the scholarship. Please note the deadline for this is also Feb. 11th.

ODDS AND ENDS

The Crowne Plaza Hotel has a 24-hour security staff that will patrol the halls and the lobby. We will ask them to enforce a curfew. However, we want you to remember that you are ultimately responsible for your students, as you know their habits and tendencies.

We have asked that all in-house movies be shut off in all rooms. The telephones have been a problem with prank calls in the past, so please explain to your students that phones in the rooms should not be abused. Students calling home must use the pay phones in the lobby. We have told the hotel staff that none of our rooms can have room service.

Checkout on the final day is at noon. All students' luggage must be removed from their rooms and keys turned in to the desk by noon.

Each room will be cleaned every day and will be provided with extra trash bags to accommodate pizza garbage. If each coach would take a trip through

all of their players' rooms on Thursday, and make certain that there are not huge piles of garbage, this would really help expedite the check-out process on Friday.

Breakfast and dinner will be served buffet style. Box lunches will be provided. Please remind your students about clearing their tables, as we will be playing games in the same rooms where we eat. Vegetarian meals may be arranged; please indicate how many of those meals you will need on your blue registration form.

ELECTRONIC DEVICES

All electronic devices including cell phones must be turned off and put away when in the gaming rooms or left in your hotel room.

ROOM DAMAGE FORM

Each school will be given a room damage form. You must turn in a completed form for each room your school occupies, including adults, by the end of the first day. This way, we can tell if damage occurred before or during our stay. All schools are responsible for any damage to the rooms they occupy during the Super Tournament.

COACHES RESPONSIBILITY

All coaches with teams playing any of the games must be in the tournament room assisting the head judge. **All coaches must assist in all games in which their students are involved.** All coaches are given a judges' ribbon and are expected to help. If you feel your game knowledge is not strong in some of the games, shadow an experienced judge to assist you in building your skill set. There are many tasks such as maintaining order, collecting and distributing materials, and others that do not require knowledge of the games.

Coaches are responsible for their students during the entire time of the tournament. At no time, should a coach leave students in the hotel without proper supervision. You must notify an MLAG Executive Board member if you need to leave the hotel during the course of the tournament due to an emergency and let us know which adult will be supervising your students in your absence.

DAMAGES TO HOTEL ROOMS

Unfortunately, sometimes accidental damage will occur in the hotel rooms. We have had broken mirrors, lamps, picture frames, and doors in the past. Schools, coaches, and/or parents are responsible for these damages. Parents sign off for this item on the student permission form.

GENERAL RULES AND GUIDELINES

- All students, coaches, and adult chaperones must wear name tags at all times for identification.
- The pool is off limits to all MLAG participants, students and adults.
- No sleepwear, slippers, or bare feet allowed outside of the hotel rooms.

- No cell phones, headphones or other electronic devices allowed in the gaming rooms.
- Check team postings to verify every gaming room prior to each game.
- Teams must enter the gaming room in groups of 5; each team must present 3 games at the door.
- All MLAG players are required to be in their own room each evening between 10 pm until 6 am. Any players found outside their room after curfew will be subject to disciplinary action.